

ABSTRACT OF THE DISCLOSURE

Apparatus and methods for coordinating tournaments among multiple amusement games are disclosed. Tournaments of differing geographic and temporal scope are accomplished using communications systems linking amusement games at multiple sites. Player interactivity is enhanced through the communication of player game statistics and other player information between amusement game devices and also through the availability of such information over the Internet. Specialized tournament servers may be used to coordinate tournaments among multiple users, including tournaments involving different genres of games.